

# CARD SHUFFLE

**Players** Two

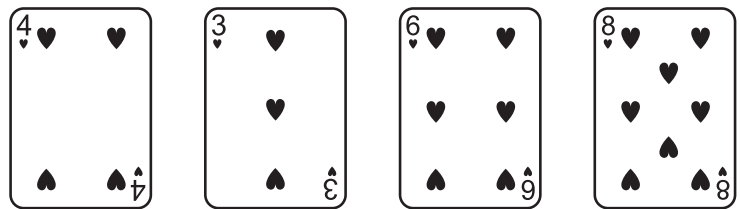
**Materials** Deck of 36 cards made up of four each of cards ace (or 1) through 9 (four sets of 1–9)

**Goal** Get the LOWEST score

## How to Play

1. Pick an end score for the game (3000, 4000, or 5000) and sit facing each other.
2. Put four cards FACE UP in the middle of the table. These are the match cards. Read the match cards from left to right to get a 4-digit match number.

### Example:

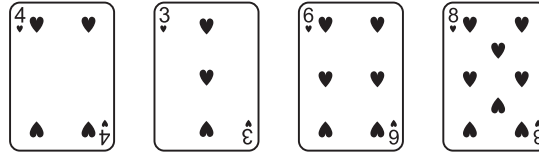


On one side, the match number looks like 4368. On the other side, the match number is 8634.

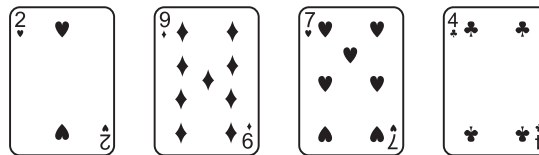
3. Deal four cards to each player.
4. Players arrange their 4 cards to make a 4-digit number closest to (but not higher than) the match number they see. Their score for this round is the difference between the number the player makes and the match number. Players write down their scores.
4. The dealer replaces the match cards with 4 new cards. Players keep their own cards.
5. Players rearrange their cards to make a new 4-digit number closest to the new match number. Again, each player's score is the difference between their number and the match.
6. Keep going. The first player to reach the end score loses. Turn over this card to see the game in action.

# EXAMPLE

The match cards for the first round are:



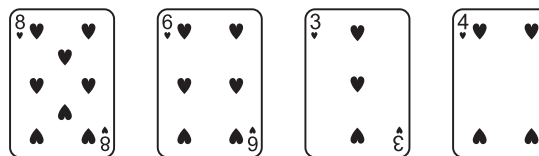
Player One reads the match number **4 3 6 8**. She has these cards:



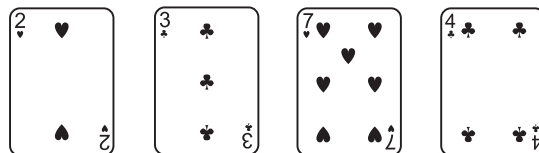
Player One arranges her cards to make **4 2 9 7**. Her score is:

$$\begin{array}{r} 4\ 3\ 6\ 8 \\ - 4\ 2\ 9\ 7 \\ \hline 7\ 1 \end{array}$$

Player Two reads the match number **8 6 3 4**:



He has these cards:



Player Two arranges his cards to make **7 4 3 2**. His score is:

$$\begin{array}{r} 8\ 6\ 3\ 4 \\ - 7\ 4\ 3\ 2 \\ \hline 1\ 2\ 0\ 2 \end{array}$$

Player one wins the round.